



WORLD POOL ASSOCIATION

Rules of Heyball

CHAPTER I: General Principles

These general principles list the items that are not included in the rules of the Heyball but need to be agreed upon during actual competitions including dress code, appeal procedures, and event scheduling. The contents of the general principles may vary from one event to another, covering aspects like the number of frames in a match and order of the break. The Tournament Director or Head Referee has the authority to finalize and enforce these details in accordance with the spirit of the General Regulations prior to the event. Relevantly, the competition rules must be strictly adhered to throughout the course of each match.

These Rules must also be read in conjunction with the WPA General Rules (copy in Appendix A). In the event of a conflict the Rules of Heyball take precedence.

1. Competition Rules

The competition rules are not allowed to be altered arbitrarily. Unless permission is granted by the event Tournament Director or Head Referee, any temporary changes to the rules must be accompanied by a written explanation, which should be announced at the pre-event athletes' meeting.

2. Dress Code

Player's attire must comply with the competition requirements and be neat and clean. If a player is unsure whether their attire meets the requirements, he/she can confirm with the Tournament Director or Head Referee before the match. The Tournament Director or Head Referee has the final say on dress code. In special circumstances, the Tournament Director or Head Referee may allow players whose attire does not meet the requirements to play, such as in cases of lost checked baggage due to flight issues or special physical conditions of the players. Players may be disqualified from the match if their attire does not meet the requirements. If no specific attire requirements are announced prior to the event, the following default attire requirements will apply:

All participating players (regardless of gender) must wear a waistcoat, a solid-colored long-sleeved shirt (black or white is recommended), and a bow tie. The shirt must be tucked into pants. The pants must be black trousers (suit pants or formal business style, jeans are not allowed); shoes must be black leather shoes (solid colour).

3. Code of Conduct for Referees

3.1 The referee shall:

- (a) be the sole arbiter of a match and make judgments on all occurrences during the match,
- (b) be responsible for enforcing the competition rules and ensuring the smooth progress of the match,
- (c) answer players' questions regarding objective facts related to the match and the competition rules,
- (d) have the authority to postpone the match in case of a breach of the principle of fair play (or when a dispute arises),
- (e) make judgments based on the principle of fair play in cases where the rules do not cover,
- (f) if requested, inform the shooting player of the number of the object ball or whether the table is closed,
- (g) clean any ball on the table upon reasonable request. In time-limited matches, the time taken by the referee to clean the ball shall be counted towards the player's shot time, and
- (h) assist players in taking or putting back auxiliary equipment such as mechanical bridge upon their request.

3.2 The referee shall not:

- (a) answer any questions unrelated to the rules,
- (b) hint to the shooting player about potential fouls on that shot, and not
- (c) provide suggestions and opinions that could influence the outcome of the match,

3.3 If referee fails to notice a controversial situation, he/she may make judgements after consulting with the scorer, other event staff, recording equipment on site, or spectators in the best viewing position.

4. Racking of Balls

The Tournament Director or Head Referee shall decide which equipment to use for racking the balls. When using a triangle rack, the first two rows of three balls each should be tightly racked, and the last three rows should be racked as tightly as

possible. If other equipment is used, specific arrangements shall be made separately. Racking the balls is the responsibility of the referee, and players are not allowed to rack the balls themselves unless explicitly required by the Tournament Director or Head Referee.

5. Declaration of Frozen Balls

The referee shall carefully observe and announce when the object ball is frozen to the cushion or cue ball. Players may remind the referee to make such announcements if necessary. Players must give the referee sufficient time to make a judgment. In time-limited matches, the time taken by the referee to observe whether the object ball is frozen or not shall not be counted towards the player's shot time. If the referee does not make an announcement, it shall be considered that the ball is not frozen to the cushion or cue ball.

6. Preventing External Interference

The referee shall prevent interference during the match, such as interference from players at adjacent tables or audience. If necessary, the match may be suspended or postponed due to such interference. Interference can be physical or verbal.

7. Force Majeure

Unforeseen situations that are not listed in the rules may arise during the match. In such cases, the referee shall make a judgment based on the principle of fair play. If necessary, a match may be moved to another table, and if the positions of the balls cannot be restored, the referee shall declare the match a stalemate.

8. Coaching

Players are not allowed to receive coaching during the match. If referee considers that a coach is interfering with or affecting the match, he/she may order the coach to stay away from the table.

9. Acceptance of the Equipment

After the match has started, players have no right to question the quality or authority of the equipment provided by the organizer. Any objections must be raised before the match.

10. Players' Use of Equipment

The equipment used by players must comply with the regulations set by the Tournament Director or Head Referee. Generally, players are not allowed to use other new types of equipment during the match. The following mentioned equipment is legal. If players have doubts about a specific use of the equipment, they should inquire with the Tournament Director or Head Referee before the match and obtain a clear answer.

- (a) Cues: Players are allowed to switch cues during the match and may use built-in or external cue extensions to increase the length of the cue.

- (b) Chalk: Players may use chalk to prevent the cue tip from slipping and may bring their own chalk, but the color of the chalk must match the color of the tablecloth. If the player's chalk leaves obvious marks on the table that interfere with their shots, the referee may require the player to change the chalk.
- (c) Bridges: Players may use more than two types of bridges to support the cue. Players may use their own bridges, but they must comply with the regulations or be approved by the on-duty referee.
- (d) Gloves: Players may use gloves to help grip the cue or hand bridge.
- (e) Talcum powder: Players are allowed to use talcum powder in reasonable amounts as deemed by the referee.

11. Lateness

Players must arrive at the table and be ready to start the match within the specified match time. If a player fails to appear within the specified time, he/she shall be penalized according to the pre-match agreed-upon penalty measures. If both players are late, they shall be penalized accordingly based on their individual circumstances. For players who are repeatedly late, the Tournament Director or Head Referee may impose stricter penalties.

12. Order of Break

The Tournament Director or Head Referee has the right to decide the order of break. For example, the winner breaks or takes turns.

13. Non-shooting Player

When the shooting player is playing by the table, the non-shooting player shall stay in their designated seat area. When a player needs to leave the competition area during the match (including between racks), he/she must obtain the permission of the referee. Leaving the competition area without the referee's permission will be considered unsportsmanlike conduct.

14. Time-limited shot

Time-limited shots are often used in Heyball matches. Before the match, the Tournament Director or Head Referee will specify the time limit for each match or for each shot, as well as the duration and number of extensions allowed per rack or match. Typically, players are given 45 seconds per shot, or a different time limit may be set by the Tournament Director or Head Referee.

During the match, a staff member (referee or off-table official) or a specialized timing device will keep track of the time. Usually, a reminder will be given when 10 seconds remain, and a countdown will start when 5 seconds remain. Timing begins when all balls on the table come are still and ends when the cue tip contacts the cue ball to make a shot. Each player may call for one extension per rack, usually for 30 seconds. If

the shooting player fails to take a shot within the specified time, it will be considered a foul.

15. Timeout

In addition to the regulations of the Tournament Director or Head Referee, players can apply for timeout under special circumstances. The player must inform the referee of his intention before applying for a timeout and confirm that the referee is aware of the fact and obtains the consent of the referee on duty.

During the timeout, if a player has any improper behavior, he/she will be deprived of the right to apply for timeout. In severe cases, he/she may be penalized for unsportsmanlike conduct. The player's application for timeout should be between racks, except under special circumstances.

If a player experiences discomfort due to medication or other special reasons, the Tournament Director or Head Referee can adjust the number and time of timeout.

When a situation arises that affects the fairness and smooth progress of the match, the referee must immediately suspend the match until the situation is resolved. If the situation occurs during a frame, the referee must ensure that the ball positions on the table remain unchanged until the timeout ends, and the match will continue in the order of play before the timeout.

If the pattern cannot be maintained due to objective reasons, the referee or Tournament Director or Head Referee has the right to inform the players that the current rack is invalid at an appropriate time and restart a new rack when the match can proceed smoothly. Players are not allowed to take voluntary timeouts during the match. The Tournament Director or Head Referee will set official timeouts based on the actual situation. Official timeouts are usually given after every eight racks, with a duration of 5 or 10 minutes depending on the venue conditions.

16. Misconduct

If a player refuses to play a rack, or if his/her words or actions, in the judgment of the referee, are intentionally or persistently inappropriate, including continuously wasting time and having been warned under Article 18 of this chapter for exhibiting improper behavior, the referee shall warn the player that failure to improve his/her conduct will result in loss of the match.

17. Penalties for Unsportsmanlike Conduct

The competition rules and general principles provide the Tournament Director or Head Referee with appropriate discretion in penalizing unsportsmanlike conduct. The basis for penalties may consider the following aspects:

- the player's previous behavior, prior warnings,
- the severity of the conduct,
- and whether it was emphasized during the pre-event players' meeting.

Additionally, the level of the match may also be taken into account, as a top athlete should not only possess superb skills but also demonstrate appropriate behavior.

18. Appeal Rules

If a player needs to appeal, he/she should first communicate with the referee, who will make the most appropriate decision. If the player has any objection to the result, he/she can appeal to the chief referee and then to the Tournament Director or Head Referee. In regular events, the decision of the Tournament Director or Head Referee is final. The player needs to pay the appeal fee for each appeal. If the appeal fails, the appeal fee will not be returned. The specific amount of the appeal fee shall be clearly stated in the event regulations or during the pre-event players' meeting. The same player can only appeal once on the same issue. If he appeals a second time on the same issue, it will be considered unsportsmanlike conduct and subject to appropriate penalties.

CHAPTER II: RULES OF HEYBALL

1. Player's Responsibilities

Players are responsible for understanding all rules, regulations, and schedules related to the event. While the Tournament Director or Head Referee will strive to convey relevant information accurately and promptly to the players, this remains the primary responsibility of the players.

2. Method of Play

Heyball matches use object balls numbered 1 to 15 and a cue ball. If one player chooses the object balls numbered 1 to 7 (solids), the other player must choose the object balls numbered 9 to 15 (stripes). A player wins the rack by first pocketing all of his/her own group of object balls and then legally pocketing the 8-ball.

3. Equipment

- (a) Table: inner dimensions are 2,540mm x 1,260mm(+/-9mm), and the height from the ground to the top of the cushion shall be 800mm to 850mm;
- (b) Cues: Not shorter than 101.6cm, and its material and shape shall comply with the standards of the World Heyball Masters;
- (c) Balls: Diameter 57.15mm(+/-0.05mm), weight 156g-170g;
- (d) Foot spot: A point on the longitudinal centerline of the table, 635mm from the top cushion;
- (e) Head String: A line parallel to the bottom cushion of the table, 635mm from the bottom cushion, and intersecting the left and right side cushions.

4. Racking Balls

Rack the object balls in a triangle, with the apex ball placed on the "foot spot." The 8-ball should be positioned at the center of the triangle. Place one solid ball and one stripe ball at each end of the base of the triangle, and other solid and stripe balls should be separated as far as possible.



Both players may inspect the rack of the balls to ensure compliance with the rules and may request corrections. When using a triangle rack, the first two rows of three balls must be tightly racked, and the remaining balls should be racked as closely as possible.

5. Lag for Break

Lag is the first shot of the match and determines order of break. The player who wins the lag chooses who will break first. The referee will place a ball on each side of the table behind the Head String. The two players shoot the balls at approximately the same time, making them to contact the top cushion (the short cushion near the foot spot) and return. The player whose ball comes to rest closer to the bottom cushion (the short cushion near the Head String) wins the lag.

5.1 An illegal lag or a lag that does not result in a win occurs when a player's ball:

- (a) crosses the longitudinal axis of the table and enters the opponent's area;
- (b) fails to contact the top cushion;
- (c) contacts the top cushion more than once;
- (d) is pocketed or driven off the table;
- (e) contacts the side cushions or rests at the mouth of a corner pocket and has passed nose of the bottom cushion.

5.2 If any of the following situations occur, the players shall re-lag:

- (a) one player shoots the ball significantly later than the opponent (the ball shot by one player has already contacted the top cushion while the other player has not yet taken the shot);
- (b) the referee cannot determine which ball has stopped closer to the bottom cushion; or
- (c) both lags are bad.

6. Break shot

- (a) The break shot must be a forceful one; soft breaks are prohibited. If the referee determines that a player intentionally breaks softly, the first offense

will result in a warning, the second in a loss of a rack, the third in a loss of the match;

- (b) An obviously soft break that results in fewer than four object balls contacting the cushions will be considered an intentional foul, resulting in a loss of a rack;
- (c) Intentionally not breaking or miscue will be considered an intentional foul, resulting in a loss of a rack;
- (d) An unintentional soft break that results in fewer than four object balls contacting the cushions allows the opposing player to choose to accept the pattern and continue playing, or to have the balls re-racked and either himself or the breaker to break again, with no ball in hand behind the Head String;
- (e) The cue ball must be placed behind the Head String, at any position within it. If more than half of the cue ball crosses the Head String, the first offense will result in a reminder, and the second offense after the break will result in a foul.
- (f) For a break shot foul, the opposing player may choose a ball in hand behind the Head String, or to have the balls re-racked and break himself, or to have the balls re-racked and have the opponent break.
- (g) If the 8-ball is pocketed during the break shot without any fouls occurring, the breaker may choose to reset the 8-ball to the foot spot and continue playing, or to break again. If a foul occurs, the opposing player may choose to reset the 8-ball to the foot spot, take a ball in hand behind the Head String, or have the balls re-racked and break himself, or have the balls re-racked and have the opponent break.
- (h) If an unintentional miscue during the break shot results in the cue ball not contacting the rack, the opposing player may only choose to break himself or have the breaker break again, with no ball in hand behind the Head String.

7. Re-spotting Balls

When necessary for balls to be re-spotted, the referee will re-spot balls to their original positions to the best of his/her ability. If an obstructing ball prevents this from being done, the ball to be re-spotted shall be placed on the longitudinal axis between the foot spot and top cushion, as close to the foot spot as possible without touching any other balls. If the entire line between the foot spot and top cushion is covered by other balls, the ball to be re-spotted shall be placed as close to the foot spot as possible on the longitudinal axis of the table. The player must accept the position as determined by the referee.

8. Ball in Hand Behind the Head String

When the player breaking fouls, the opponent may choose to take a ball in hand behind the Head String. In this case, the cue ball must be placed behind the Head String, (with the center of the cue ball behind the Head String), and the player cannot directly shoot at an object ball that is also behind the Head String. However, the player may first shoot the cue ball past the Head String and then have it return to contact an

object ball behind the Head String. If all legal object balls are behind the Head String, the player may request the referee to re-spot the legal object ball closest to the Head String at the foot spot. If two or more legal object balls are equidistant from the Head String, the player may specify which ball to re-spot. An object ball that is precisely on the Head String can be shot directly.

9. Ball in Hand

When the cue ball is in hand, the shooter may place the cue ball anywhere on the playing surface and may continue to move the cue ball until he executes a shot. Players may use any part of the cue stick to move the cue ball, including the tip, but not with a forward stroke motion. For break shots, placement of the cue ball is restricted to the area behind the Head String. When a player fouls (except for a break shot foul), the opponent may place the cue ball anywhere on the table and shoot in any direction and may continue to move the cue ball before executing the shot. The player may use the non-tip part of the cue to move the cue ball; touching the cue ball with the tip constitutes a foul.

10. Open Table

An open table refers to a situation in the match where the ownership of the two groups of balls has not yet been determined.

- 10.1 The table is immediately open after the break shot. When the table is open, a player may legally pocket any object ball except the 8-ball first. However, if the cue ball contacts the 8-ball first, it is a foul. If all solids or stripes are pocketed after the break shot, the table is considered open; the two players can only choose to pocket the remaining group of balls first until the ownership of the group is legally determined and the table is closed.
- 10.2 When the table is open, any object balls illegally pocketed (except the 8-ball) are not necessary to be taken out.
- 10.3 The ownership of the ball group is not determined by the break shot. Regardless of whether any balls are pocketed during the break shot, the table is open. The ownership of the ball group is determined by the player who legally pockets a ball from one of the group's first after the break shot, after which the table is closed.
- 10.4 When the table is open, if the cue ball legally contacts two balls of different groups simultaneously, and both balls or balls of both groups are pocketed, the player may choose to continue playing with balls of either group. Regardless of whether the next shot results in a pocket, the next player can only choose to play with balls of the other group.

11. Call Your Shot - No Need

There is no need to call your shot / designate a pocket, even for the 8-ball or the shootout. Flukes are allowed.

12. Playing Shots

- 12.1 Ball Grouping: When the table is open, if the first ball shot or a ball from the same group as the first ball shot is pocketed, the grouping is complete, and those balls become the player's subsequent legal object balls, and the table is closed. After the table is closed, when a player takes a shot, the cue ball must first contact a ball from the chosen group. If all the balls from the player's group have been pocketed, the cue ball must first contact the 8-ball.
- 12.2 After the cue ball contacts an object ball, if no object ball is pocketed, at least one ball (including the cue ball) must contact a cushion.
- 12.3 After a player takes a shot, the non-pocketed object balls and the cue ball must remain on the table. If any object ball (excluding the 8-ball) stops outside the table, it is considered a legal disappearance and is not re-spotted on the table.
- 12.4 During the shot (including before and after the stroke), no part of the shooter's body (including clothing, hair), or equipment (including the cue shaft, bridge, chalk, etc.) except the tip of the cue may touch any ball on the table.
- 12.5 During a single stroke, the tip of the cue may not touch the cue ball more than once. Penalty for violating this rule: the opponent gets a ball in hand. All fouls must be called before the next shot; otherwise, they are considered not to have occurred.
- 12.6 Double Hit: If the cue stick touches the cue ball more than once during the shot, it is a foul. If the cue ball is very close to the object ball, and the tip contacts the cue ball, and the cue ball contacts the object ball before the tip leaves the cue ball, the shot is a foul. If the cue ball is very close to the object ball, and the player's stroke only lightly grazes the object ball, the shot is presumed not to have committed the previously mentioned foul.
- 12.7 Pushing: During the stroke, the cue tip must not be extended to increase the contact distance with the cue ball, forming an obvious push shot, otherwise it is a foul. In other words, the action of the cue tip on the cue ball should be an instantaneous "strike," not a "push" over a period of time.
- 12.8 During the shot, if either the cue ball or the object ball rolls onto the cushion and returns to the table without touching any object, it is considered a legal shot. However, if it touches any object before returning to the table, or if the ball remains on the cushion, it is considered an illegal shot.
- 12.9 When a player receives handicap, he/she should remind the referee, and the referee should remove the handicapped object ball before the player continues playing. If the player continues playing before the referee removes the handicapped object ball, it is a foul.

13. Cue Ball Contacting Legal & Illegal Balls Simultaneously

If the cue ball causes a legal object ball and an illegal object ball to move almost simultaneously in an instant, and it is difficult to determine which ball was hit first, the situation is assumed to be that the legal object ball was hit first.

14. Balls Settling

A ball may settle slightly after it appears to have stopped, possibly due to slight imperfections in the ball or the table. This is considered a normal occurrence during the match, unless it results in a ball being pocketed. In such a case, the ball that dropped into the pocket by itself should be re-spotted as close to its original position as possible. If a ball is pocketed due to moving by itself during a player's shot, and this pocketing affects the outcome of the shot, the referee should restore the table and allow the player to take the shot again. If a ball comes to rest almost motionless or is already motionless at the mouth of a pocket but then falls into the pocket within 3 seconds by itself, the pocketing is considered valid.

15. Frozen Balls

- 15.1 When the cue ball is frozen to a legal object ball on the table, there is no limit on the direction of the player's shot. If the shot does not make the object ball move directly, it is not considered that the object ball has been hit at the moment. If the object ball moves directly, it is not considered as a double hit, but the action of the shot must be obvious. If it is obviously a push hit, it is a foul.
- 15.2 When an object ball is frozen to a cushion, before it is struck, "if the table has not completed a legal cushion contact," the object ball must leave the cushion after being struck and then contact a cushion again or have another ball (including the cue ball) contact a cushion, or have a ball pocketed. Penalty for violating this rule: the opponent gets a ball in hand.

16. Jump Shot

- 16.1 A player may strike the cue ball to jump over other object balls and legally hit an object ball from their own group.
- 16.2 When jumping the cue ball, the player must strike the cue ball on upper half of its surface with the tip of the cue.

Penalty for violating the above rule: the opponent gets a ball in hand.

- 16.3 If the player strikes the cue ball on lower half of its surface, or the cue ball jumps due to a miscue or other reasons, if it jumps over obstacle balls, it is considered an illegal jump shot. If it does not jump over an obstacle ball and legally hits an object ball from his/her own group, it is considered a legal shot.

17. Fouls

If a player commits a foul, the opponent gets a ball in hand. The following are general fouls in matches:

- (a) The cue ball is scratched or off the table;

- (b) The cue ball first contacts an illegal object ball;
- (c) Striking the cue ball when any ball on the table has not completely come to rest;
- (d) Both feet of the player leave the ground simultaneously at the moment of striking the ball;
- (e) An object ball comes to rest off the table;
- (f) Illegally touching the balls;
- (g) Double hit;
- (h) Push shot - It is a foul to prolong tip-to-cue-ball contact beyond that seen in normal shots;
- (i) Bad play behind the Head String;
- (j) Shoot with only one hand;
- (k) Place auxiliary equipment such as external cue extenders or bridges to shoot the ball on the table;
- (l) Mobile devices such as mobile phones make a noise, and the first time will be considered as a foul, and loss of the current rack thereafter.

18. Intentional Fouls

Intentional fouls are considered unsportsmanlike conduct. If a player intentionally fouls during a match, he/she will lose the ongoing rack for the first offense and the entire match for the second offense.

19. Ball Group Confusion

After the table is closed, if a player wrongly hits the other group balls, the foul must be pronounced before the next shot. When any player or a referee realizes that the groups are wrongly played, the rack should stop at once, and re-rack.

20. Loss of Rack

The player loses if he/she:

- (a) Pockets the 8-ball while committing a foul (except during the break shot);
- (b) Pockets the 8 ball on his last shot before the 8 ball;
- (c) Drives the 8 ball off the table;
- (d) Pockets the 8 ball before his group is cleared;

- (e) As long as the 8 ball stays on the table, there can only be fouls. However, if the 8 ball is not on the table, it will be loss of a rack.

21. Stalemate

If the referee judges that a stalemate has occurred or is likely to occur, he/she should propose that the players re-rack and break. However, if any player refuses, the referee will allow the rack to continue for a period of time. Generally, the referee will allow each player to take three more shots or make another decision based on their judgment. If the stalemate is still not broken after that, the referee will declare a stalemate and re-rack the balls to restart the rack, with the following conditions:

- (a) The original breaking player will break again;
- (b) The original shooting order will remain unchanged.

22. Outside Interference

When outside interference occurs during a shot that has an effect on the outcome of that shot, the referee will restore the balls to the positions they had before the shot, and the shot will be re-played. If the interference had no effect on the shot, the referee will restore the disturbed balls and match will continue. If the balls cannot be restored to their original positions, the situation is handled like a stalemate.

23. Concession

For a rack or a match, players are prohibited from conceding a ball to their opponent or forfeiting. Such behavior is considered unsportsmanlike conduct.

24. Unsportsmanlike Conduct

Generally, the penalties for unsportsmanlike conduct can be adjusted by the referee based on their judgment of the player's fouls. These penalties can range from a warning, a standard foul penalty, losing the rack, round, or match, disqualification from the event, or possible forfeiture of rankings, medals, prize money, and ranking points, etc. In short, for unsportsmanlike conduct, the referee should make a judgment that aligns with the spirit of the event. Unsportsmanlike conduct refers to any intentional act that tarnishes the spirit of sportsmanship, undermines, or alters the principles of fair play. This includes:

- (a) distracting the opponent;
- (b) changing the position of the balls in play other than by a shot;
- (c) intentionally miscuing;
- (d) continuing to play after a foul has been called or play has been suspended;
- (e) practicing during the match;
- (f) marking the table;

- (g) intentionally delaying the match;
- (h) improperly using equipment;
- (i) conceding a ball to the opponent;
- (j) inappropriate behavior (swearing, knocking on the table, throwing the cue, etc.).

The final interpretation of these rules rests with the World Pool Association.

CHAPTER III: RULES FOR TIME-LIMITED MATCHES

1. Time Limit

For each match, the total time is 120* minutes. The Tournament Director or Head Referee will decide if the referee's racking time is taken into account. For each shot, the shot clock is 45 seconds. Each player is permitted an extension only once per rack, and the extension lasts 30 seconds. The Referee should remind players when:

- (a) The match reaches half time mark;
- (b) there are 5 minutes left;
- (c) there is 1 minute left;
- (d) there are 10 seconds left; and
- (e) the referee should count down from the last 5 seconds: "5, 4, 3, 2, 1" and then the match ends.

* The time-limit for a match may vary from tournament to tournament – here and hereinafter 120 minutes is used as an example.

2. The lag and the break shot

Players lag first to determine order of play and then take turns to break. There is a 30-second shot clock for the break shot with no extensions available.

3. Legal Break Shot

This is the same as Rule 6 of Chapter II: Break Shot

4. Winning, Losing & Shootout

If the match reaches 120-minute time point and a shot has been made, it is a legal shot. If the shot is for the 8-ball and the 8-ball is legally pocketed, the shooter wins the rack. If the 8-ball is illegally pocketed, the opponent wins the rack. If the 8-ball is not pocketed, the rack is treated as a stalemate (with no points awarded to either side).

If the match reaches 120-minute time point, the last rack happens to end, the player with more scores is declared the winner. If the match reaches A-minute time point, the score is tied, and there were balls remaining on the table, the rack is treated as a stalemate and the match moves on to the shootout.

For the Shoot-out:

- (a) Two players lag first. The player who wins the lag has right to choose who shoots first.
- (b) Players take 5 shots by turn. There is a 30-second shot clock for each shot, with no extensions available. Each legal shot equals 1 point.
- (c) After 5 rounds, the leading shooter wins the game.
- (d) If the score is tied after 5 rounds, then the shootout moves to sudden death.
- (e) Balls' position in shoot-out: The cue ball is positioned on the head spot, the 8-ball is placed on the foot spot.

5. Intentional Foul

Intentional fouls are prohibited. A player's first intentional foul will be judged as losing a rack, and a second intentional foul will result in losing the match.

6. Time-Out

There is a 5-minute or 10-minute official time-out after every 8 racks, player who showed himself or herself late will be considered as losing the rack. Except for special circumstances, players are not allowed to call time-out on their own. The time-out will not be counted into the A minutes match time.

7. Dispute

If disputes occur during the game, the time of dispute is not counted into the match time.

8. Unsportsmanlike Conduct

Interfering with the opponent includes:

- intentionally making noise while the opponent is taking a shot,
- performing distracting actions in front of the player taking the shot,
- engaging in excessive communication with the opponent or spectators during the match, and
- other such behaviors.

Negative play includes:

- giving up the match or not taking it seriously when the opponent is leading in score,
- conceding a ball to the opponent,
- intentionally delaying the match,
- leaving the playing area without the referee's permission,
- conceding defeat before the opponent has pocketed all of their own balls, and other such behaviors.

If a player is suspected of interfering with the opponent, engaging in negative play, or other such behaviors, they will receive a warning for the first offense, lose a rack for the second offense, and lose the entire match or be disqualified from the current event for the third offense.

If a player performs serious inappropriate behavior, such as lack of respect (even insult) for opponents and referees, the player will be considered as losing the rack or the match, and the player will be reported to the Tournament Director or Head Referee for penalty and suspension (for details, refer to the article 24 of Part II).

Appendix A

WPA General Rules

1. General Rules

The following General Rules apply to all the games covered by these rules except when contradicted by specific game rules. In addition, the Regulations of Pool Billiards cover aspects of the game not directly related to the game rules, such as equipment specifications and organization of events.

The games of Pool Billiards are played on a flat table covered with cloth and bounded by rubber cushions. The player uses a stick (pool cue) to strike a cue ball which in turn strikes object balls. The goal is to drive object balls into six pockets located at the cushion boundary. The games vary according to which balls are legal targets and the requirements to win a match.

[Editorial comments on the English version: The masculine gender has been used for simplicity of wording and is not intended to specify the gender of the players or officials. The word "game" is used to refer to a discipline such as 9-Ball rather than a rack or a match.]

1.1 Player's Responsibility

It is the player's responsibility to be aware of all rules, regulations and schedules applying to competition. While tournament officials will make every reasonable effort to have such information readily available to all players as appropriate, the ultimate responsibility rests with the player.

1.2 Lagging to Determine Order of Play

The lag is the first shot of the match and determines order of play. The player who wins the lag chooses who will shoot first.

The referee will place a ball on each side of the table behind the Head String and near the Head String. The players will shoot at about the same time to make each ball contact the foot cushion with the goal of returning the ball closer to the head cushion than the opponent.

A lag shot is bad and cannot win if the shooter's ball:

- (a) crosses the long string;
 - (b) contacts the foot cushion other than once;
 - (c) is pocketed or driven off the table;
 - (d) touches the side cushion; or
 - (e) the ball rests within the corner pocket and past the nose of the head cushion.
- In addition, a lag will be bad if any non-object-ball foul occurs other than 3.9 Balls Still Moving (see below).

The players will lag again if:

- (a) a player's ball is struck after the other ball has touched the foot cushion;
- (b) the referee cannot determine which ball has stopped closer to the head cushion; or
- (c) both lags are bad.

1.3 Subsequent Breaks

In Disciplines scored by the rack like 9-Ball, the break shot will alternate between players.

1.4 Player's Use of Equipment

The equipment must meet existing WPA equipment specifications. In general, players are not permitted to introduce novel equipment into the game. The following uses, among others, are considered normal. If the player is uncertain about a particular use of equipment, he should discuss it with the tournament management prior to the start of play. The equipment must be used only for the purpose or in the manner that the equipment was intended. (See 3.16 Unsportsmanlike Conduct. (see below))

Cue Stick – The player is permitted to switch between cue sticks during the match, such as break, jump and normal cues. He may use either a built-in extender or an add-on extender to increase the length of the stick.

- (a) Chalk – The player may apply chalk to his tip to prevent miscues, and may use his own chalk, provided its color is compatible with the cloth.
- (b) Mechanical Bridges – The player may use up to two mechanical bridges to support the cue stick during the shot. The configuration of the bridges is up to the player. He may use his own bridge if it is similar to standard bridges.
- (c) Gloves – The player may use gloves to improve the grip and/or bridge hand function.

- (d) Powder – A player is allowed to use powder in a reasonable amount as determined by the referee.

1.5 Spotting Balls

Balls are spotted (returned to play on the table) by placing them on the long string (long axis of the table) as close as possible to the foot spot and between the foot spot and the foot rail, without moving any interfering ball. If the spotted ball cannot be placed on the foot spot, it should be placed in contact (if possible) with the corresponding interfering ball. However, when the cue ball is next to the spotted ball, the spotted ball should not be placed in contact with the cue ball; a small separation must be maintained. If all of the long string below the foot spot is blocked by other balls, the ball is spotted above the foot spot, and as close as possible to the foot spot.

1.6 Cue Ball in Hand

When the cue ball is in hand, the shooter may place the cue ball anywhere on the playing surface (see 2.1 Parts of the Table (see below)) and may continue to move the cue ball until he executes a shot. (See definition 2.19 Shot. (see below)) Players may use any part of the cue stick to move the cue ball, including the tip, but not with a forward stroke motion. In some games and for most break shots, placement of the cue ball may be restricted to the area behind the Head String depending on the rules of the game, and then 3.10 Bad Cue Ball Placement (see below) and 3.11 Bad Play from Behind the Head String (see below) may apply.

When the shooter has the cue ball in hand behind the Head String and all the legal object balls are behind the Head String, he may request the legal object ball nearest the Head String to be spotted. If two or more balls are equal distance from the Head String, the shooter may designate which of the equidistant balls is to be spotted. An object ball that rests exactly on the Head String is playable.

1.7 Standard Call Shot

In games in which the shooter is required to call shots, the intended ball and pocket must be indicated for each shot if they are not obvious. Details of the shot, such as cushions struck or other balls contacted or pocketed are irrelevant. Only one ball may be called on each shot.

For a called shot to count, the referee must be satisfied that the intended shot was made, so if there is any chance of confusion, e.g. with bank, combination and similar shots, the shooter should indicate the ball and pocket. If the referee or opponent is unsure of the shot to be played, he may ask for a call.

In call shot games, the shooter may choose to call “safety” instead of a ball and pocket and then play passes to the opponent at the end of the shot. Whether balls are being spotted after safeties depends on the rules of the particular game.

1.8 Balls Settling

A ball may settle slightly after it appears to have stopped, possibly due to slight imperfections in the ball or the table. Unless this causes a ball to fall into a pocket, it is

considered a normal hazard of play, and the ball will not be moved back. If a ball falls into a pocket as the result of such settling, it is restored as closely as possible to its original position. If a settling ball falls into a pocket during or just prior to a shot, and this has an effect on the shot, the referee will restore the position, and the shot will be replayed. The shooter is not penalized for shooting while a ball is settling. See also 2.2 Ball Pocketed (see below).

1.9 Restoring a Position

When it is necessary for balls to be restored or cleaned, the referee will restore disturbed balls to their original positions to the best of his ability. The players must accept the referee's judgment as to placement.

1.10 Outside Interference

When outside interference occurs during a shot that has an effect on the outcome of that shot, the referee will restore the balls to the positions they had before the shot, and the shot will be replayed. If the interference had no effect on the shot, the referee will restore the disturbed balls and play will continue. If the balls cannot be restored to their original positions, the situation is handled like a stalemate.

1.11 Prompting Calls and Protesting Rulings

If a player feels that the referee has made an error in judgment, he may ask the referee to reconsider his call or lack of call, but the referee's decision on judgment calls is final. However, if the player feels that the referee is not applying the rules correctly, he may ask for ruling by the designated appeals authority. The referee will suspend play while this appeal is in process. (See also part (d) of 3.16 Unsportsmanlike Conduct. (see below)). Fouls must be called promptly. (See 3. Fouls. (see below)).

1.12 Concession

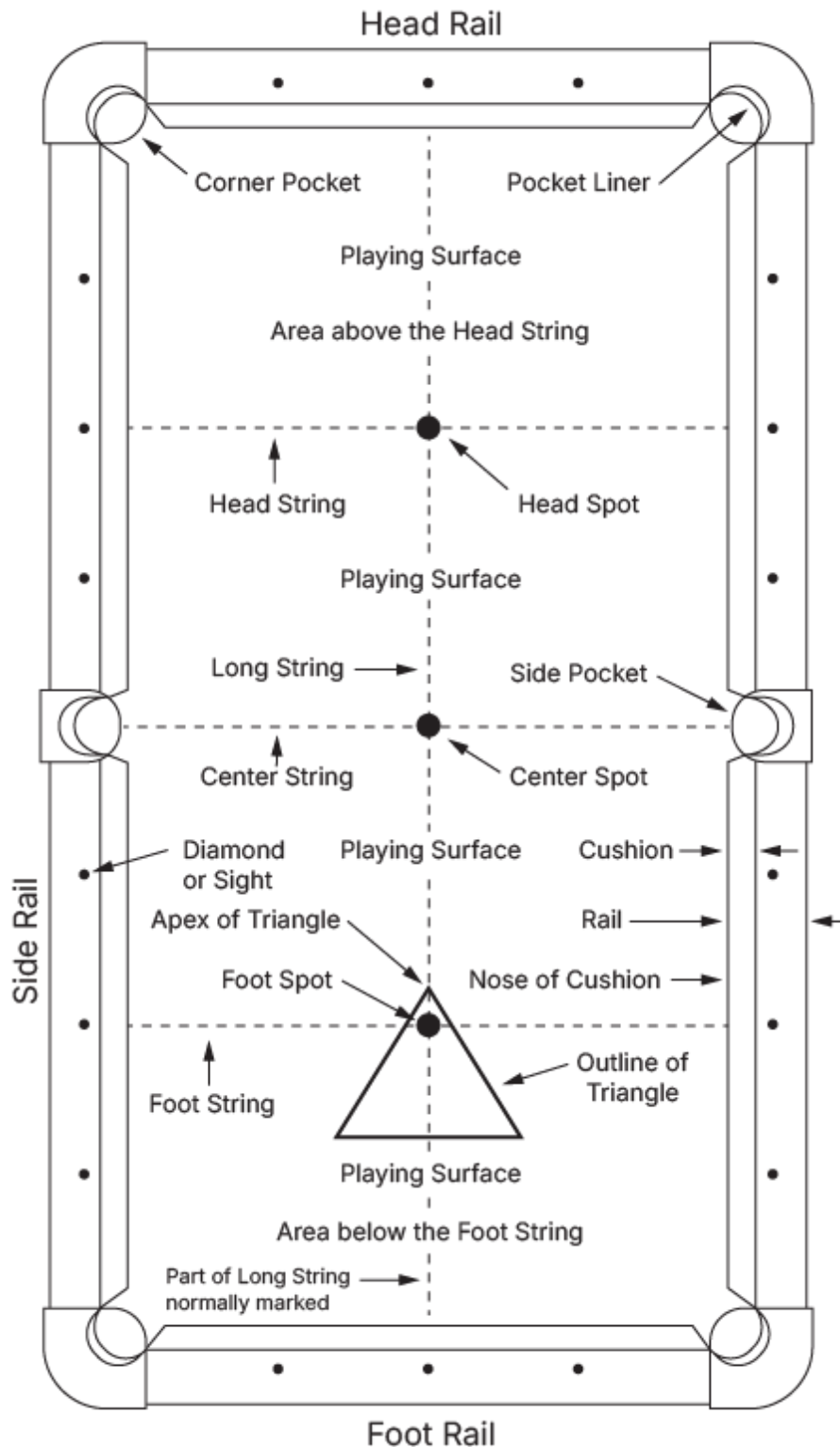
If a player concedes, he loses the match. For example, if a player unscrews his jointed playing cue stick while the opponent is at the table and during the opponent's decisive rack of a match, it will be considered a concession of the match.

1.13 Stalemate

If the referee observes that no progress is being made towards a conclusion, he will announce his decision, and each player will have three more turns at the table. Then, if the referee determines that there is still no progress, he will declare a stalemate. If both players agree, they may accept the stalemate without taking their three additional turns. The procedure for a stalemate is specified under the rules for each game.

Referenced WPA Rules

2.1 Parts of the Table



The following definitions of parts of the table refer to the accompanying diagram. Some details of exact size and placement are in the WPA Equipment Specifications. See the WPA website at <https://www.wpapool.com> for current information.

The table is comprised of rails, cushions, a playing surface and pockets. The foot end of the table is where the object-balls usually begin, while the head end is where the cue-ball usually begins.

Above the Head String is the area between the Head Rail and the Head String, not including the Head String.

The cushions, tops of the rails, pockets and pocket liners are parts of the rails. There are four “strings” on the playing surface as shown in the diagram:

- (a) the Long String down the center of the table,
- (b) the Head String bounding the quarter of the table closest to the Head Rail,
- (c) the Foot String bounding the quarter of the table closest to the Foot Rail, and
- (d) the Center String between the two side pockets.

These lines are only marked as mentioned below.

The rails may have inlays referred to as diamonds or sights which mark 1/4th of the width and 1/8th of the length of the table measured from nose to nose on the cushions.

On the playing surface, which is the flat, cloth-covered part of the table, the following will be marked if they are used in the Discipline being played:

- (e) the Foot Spot, where the Foot String and the Long String meet; the Head Spot, where the Head String and the Long String meet,
- (f) the Center Spot, where the center string and the Long String meet; the Head String,
- (g) the Long String between the Foot Spot and the Foot Rail, and
- (h) the triangle, either in outline or by alignment marks depending on the game.

2.2 BALL POCKETED

A ball is pocketed if it comes to rest in a pocket below the playing surface or enters the ball return system.

A ball hanging over the edge of a pocket partly supported by another ball is treated as pocketed if removal of the supporting ball would cause the ball to fall into the pocket. Possible situations include two balls jammed together in the jaws, or a full pocket with pocketed balls supporting a ball at the edge. Any such supported ball will be removed from the pocket and placed as if it had been pocketed according to the rules of the Discipline being played.

If a ball stops near the edge of a pocket, and remains apparently motionless for five seconds after the shot is over, it is not considered pocketed if it later falls into the pocket by itself (see 1.8 Balls Settling for other details). During that five second period, play is suspended.

An object-ball that rebounds from a pocket back onto the playing surface is not a pocketed ball. If the cue-ball contacts an already pocketed ball, the cue-ball will be considered pocketed whether it rebounds from the pocket or not. The referee will remove pocketed object-balls from full or nearly full pockets, but it is the shooter's responsibility to see that this duty is performed.

2.19 SHOT

A shot begins when the tip contacts the cue-ball due to a forward stroke motion of the cue-stick. A shot ends when all balls in play have stopped moving and spinning. A shot is said to be legal if the shooter did not foul during the shot.

3. Fouls

The following actions are fouls at pool when included in the specific rules of the game being played. If several fouls occur on one shot, only the most serious one is enforced. If a foul is not called before the next shot begins, the foul is assumed not to have happened.

3.9 Balls Still Moving

It is a foul to begin a shot while any ball in play is moving or spinning.

3.10 Bad Cue Ball Placement

When the cue-ball is in hand and restricted to the area above the Head String, it is a foul to play the cue-ball from on or below the Head String. If the shooter is uncertain whether the cue-ball has been placed above the Head String, he may ask the referee for a determination.

3.11 Bad Play From Above The Head String

When the cue-ball is in hand above the Head String, and the first ball the cue-ball contacts is also above the Head String, the shot is a foul unless the cue-ball crosses the Head String before that contact. If such a shot is intentional, it is unsportsmanlike conduct.

The cue-ball must either cross the Head String or contact a ball in front of or on the Head String or the shot is a foul, and the cue-ball is in hand for the following player according to the rules of the specific game. If such shot is intentional, it is also unsportsmanlike conduct.

3.16 Unsportsmanlike Conduct

The normal penalty for unsportsmanlike conduct is the same as for a serious foul, but the referee may impose a penalty depending on his judgment of the conduct. Among other penalties possible are a warning; a standard-foul penalty, which will count as part of a three- foul sequence if applicable; a serious-foul penalty; loss of a Rack, Set or Match; ejection from the competition possibly with forfeiture of all prizes, trophies and standings points.

Unsportsmanlike conduct is any intentional behavior that brings disrepute to the sport, or which disrupts or changes the game to the extent that it cannot be played fairly. It includes:

- (a) distracting the opponent,
- (b) changing the position of the balls in play other than by a shot,

- (c) playing a shot by intentionally miscuing,
- (d) continuing to play after a foul has been called or play has been suspended,
- (e) practicing during a Match,
- (f) marking the table,
- (g) delaying the game, and
- (h) using equipment inappropriately.